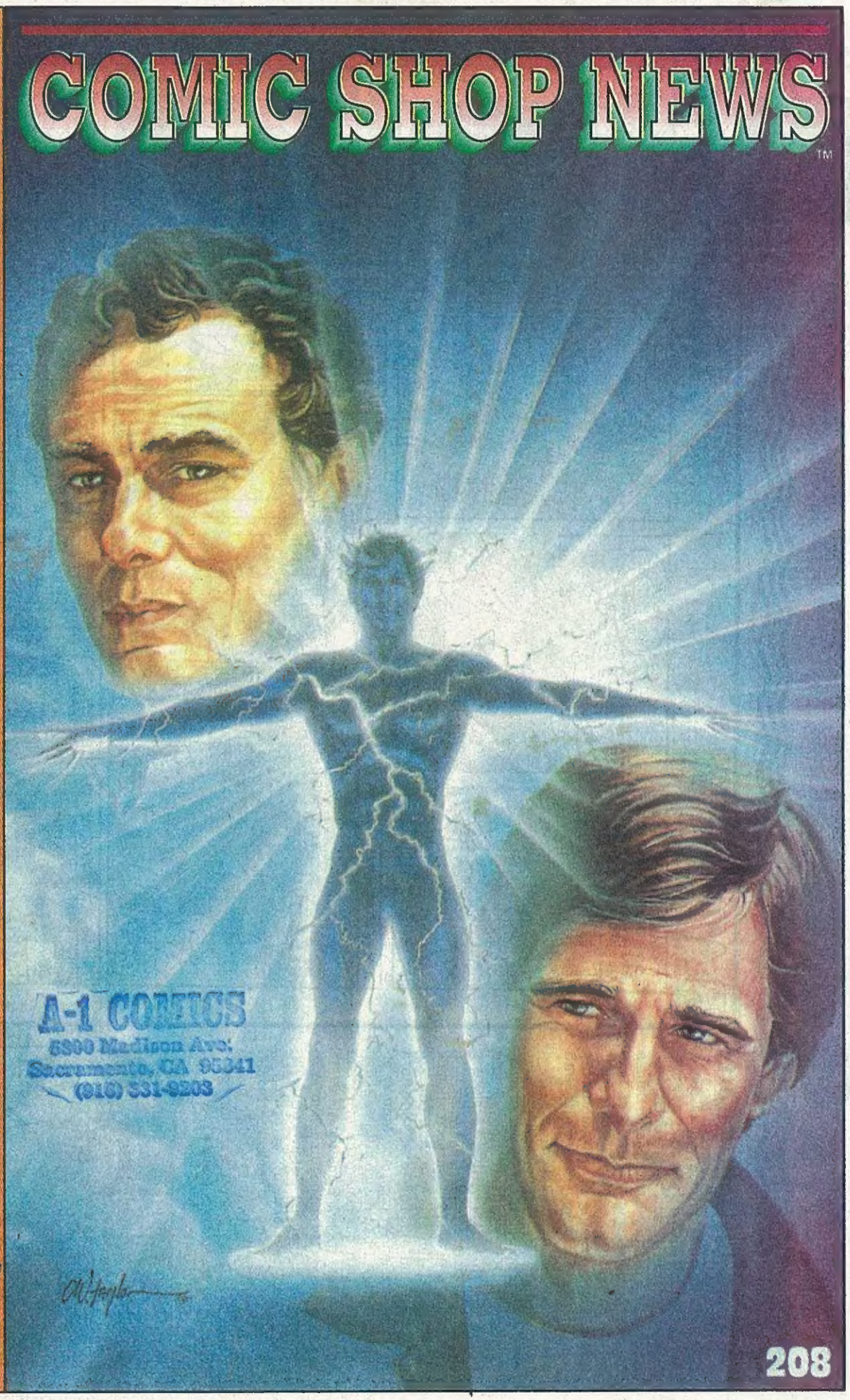
COMIC SHOP NEWS™



QUANTUM LEAP • REVIEWS

A-1 COMICS
6800 Madison Ave.
Sacramento, CA 95841
(916) 331-8203

Quantum Leap ™&©1991 Universal City Studios

Things Are Hopping With *Quantum Leap*

Everything's moving ahead at full speed with Innovation Comics' ***Quantum Leap*** project. Fans who caught the season-ending episode (an episode in which Sam and Al seem to have changed places) will no longer have to wait until the fall for new adventures of Sam Beckett as he travels through time, dropping into various characters' lives: now they can enjoy all-new adventures in the monthly comic book!

Innovation has several strong storylines ready to help kick the title off. In the first issue, Sam drops in on a teacher in Memphis, Tennessee, in 1968--just three days before the assassination of Martin Luther King. The second issue, presents Sam with a shocking experience: he finds himself transported into the body of a black man about to be electrocuted in Ohio on June 11, 1962. The third issue finds Sam in the body of Dan Morganstern, a game show contestant on the $50,000 Quest--during the height of the game show scandals!

Writing ***Quantum Leap*** is a bit of an experience in itself; according to publisher Dave Campiti, writers are encouraged to come up with a surprise ending that sets the stage for the next issue, then pass it on to a new writer to deal with the situation in which Sam finds himself. "We want our writers to have to think fast, just as Sam Beckett would have to in the story," Campiti said.

The fully airbrushed full-color art by Jones and Rockwell is complemented by move poster artist C. Winston Taylor's airbrushed covers for the early issues of the series.

Quantum Leap #1, priced at $2.50, is scheduled for early late June release.

by LANNY LATHEM

Ragman Bolts Into Action This Summer

Over three years ago, in ***Comic Shop News #18***, Robert Loren Fleming first told ***CSN*** readers about a new project that he and Keith Giffen were just beginning work on. This August, fans will have a chance to see the final project when DC releases the first issue of the eight-issue ***Ragman*** series.

Ragman was originally created by Robert Kanigher and Joe Kubert in 1976. The character's original series ran for less than a year, with only five bi-monthly issues being released before the book's cancellation. The new series begins with what DC describes as "an inventive retelling of Ragman's origin" and proceeds from there.

Who is Ragman? His real name is Rory Regan, and his father is the proprietor of the "Rags 'n Tatters" pawn shop. Shortly after his father is killed, though, Rory begins to hear voices--voices that draw him to a box of living rags that seem to have an uncanny ability to uncover evil.

Rory simply wants to get out of his old Gotham City neighborhood, a community filled with hopelessness and despair; as Ragman, however, he realizes he has the power to change the neighborhood for the better. He also seems to have gained a powerful enemy: the Golem, who is compelled to destroy him. Before too long, though, the Ragman's battle against evil attracts the attention of Gotham City's most famous crime-fighter...

Ragman is plotted by Keith Giffen, scripted by Robert Loren Fleming, and illustrated by Pat Broderick. The eight-issue limited series, priced at $1.50 per issue, debuts on August 15th.

by CLIFF BIGGERS

Millennium Hears Cthulhu's Call

Over fifty years after H. P. Lovecraft's untimely death, the world of comics seems to have discovered him in earnest. While there have been isolated HPL-related stories in various horror titles, three different publishers have announced Lovecraft-related projects thus far in '91. However, only one of the series--Millennium's ***H.P. Lovecraft's Cthulhu***--is an ongoing series tapping into Lovecraft's most memorable concepts.

Lovecraft's Cthulhu mythos, given life in the 1920's and 1930's in the pages of ***Weird Tales*** and other horror publications, is an intricately created world populated by a pantheon of gods to whom humanity matters no more than bacteria matter to us. Cthulhu and the other gods lay sleeping in sunken R'lyeh and in other dimensions now, awaiting a time when they will arise again and regain control over our world. Lovecraft's creations were beyond human concepts of good and evil; rather than presenting them as malevolent beings devoted to corrupting humanity, he developed a group of "gods" for whom humanity was only the most fleeting concern--a sort of existential horror that changed the way many subsequent writers constructed horror tales.

Millennium recently secured the rights to a number of stories in the Cthulhu mythos--stories written by Lovecraft as well as stories written by friends of Lovecraft's such as Robert Bloch, Frank Belknap Long, and Robert E. Howard. Millennium will adapt these stories, beginning with an adaptation of Lovecraft's "The Whisperer in the darkness."

H.P. Lovecraft's Cthulhu will not simply present adaptations of the classic horror tales, however; the company will feature these stories in a framework that presents a loose-knit team known as the Miskatonic Project (named after the famous--and fictitious--Miskatonic University so often cited in Lovecraft's fiction). The three core members of the Miskatonic Project are Lord Justin Sabbath, Fleur Avignon, and Professor Augustus "Granite" Grant. This trio is aware of the truth behind the Cthulhu legends, and seeks to investigate these stories.

H.P. Lovecraft's Cthulhu will be written by Terry Collins and illustrated by the team of Darryl Banks, Darryl Hutchison, and Bill Marimon. It will be published as an ongoing full-color monthly title; each 32-page issue will be priced at $2.50.

by KIM B. PEARSON

Rocket Ranger Plays the Comics Game

Rocket Ranger, the hero/star of Cinemaware's best-selling self-titled computer game, blasts off in his own comics adventure beginning in August with the debut of Adventure Comics' new twelve-issue limited series.

Rocket Ranger, like certain *other* popular rocket-powered hero concepts, is set in the pre-WWII era. Writer Roland Mann and artist Khato are the creative team for the adventures of young American scientist Tom Cory, whose life is transformed by a "care package" from the future.

Tom Cory, a scientist in the year 1940, discovers a rocket suit, a ray gun, a wrist computer, an instruction booklet, and a letter from a century in the future. explaining what has happened in the hundred years since the Nazis won WWII. The note charges Tom with the responsibility of stopping the Nazi victory and preventing this future from ever coming about.

"I loved the script for the first issue," Bob Jacob, Cinemaware's creative director, said. "It rang true to both the spirit of the character and the game itself." ***Rocket Ranger*** has been quite a hit as a computer game, having sold over a half million copies worldwide and spawning an in-the-works sequel.

Rocket Ranger, a full-color Adventure title, is a grand adventure that launches its hero full-blast against the Nazi menace. "Khato's artwork is beautifully detailed, especially his incredibly sexy rendition of leading lady Jane Barnstorff," editor-in-chief Chris Ulm said. "Coupled with Roland Mann's fast-paced script, Rocket Ranger successfully blends high adventure with tongue-in-cheek action, capturing the flavor of both the computer game and the movie serials of the '40s."

Rocket Ranger #1, a full-color August release, will be priced at $2.50.

by ALEX KIRKLAND

208
COMIC SHOP NEWS™
6 • 19 • 91

From:
A Comics Specialty Outlet
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Celebrating Marvel-ous Times

It's been a couple of years since Marvel Comics first announced that work was underway on a comprehensive history of the company--but after a change of authors, the book is complete and ready for release later this summer! **Marvel: Five Fabulous Decades of the World's Greatest Comics** by Les Daniels is a lavish, 283+ page hardcover featuring a look at the comprehensive history of Marvel, offering looks at the creators who brought the comics to life, the heroes and villains everyone has come to know so well, and the changes Marvel has brought to the comic book industry. This volume will feature over 700 illustrations covering all aspects of Marvel comics, including never-before-seen sketches, photographs, and hard-to-find memorabilia. There will also be four classic full-color Marvel comics reprints included in the huge volume. Stan Lee supplies the introduction to the Abrams hardcover (and speaking of Stan, how many of you caught his talk-show appearance as a guest on Mercury Morris' show on CNBC on June 1st?). The oversized book is priced at $45--but you get what you pay for in this case! Marvel fans won't want to be without this one, so be sure to reserve a copy now with your local comic shop--and tell 'em that **CSN** sent you...

Three, Three, Three Tales In One!...

Justice League Quarterly ™ & ©1991 DC Comics

Justice League International Quarterly #4 gives fans a trio of stories sure to entertain. The lead story in this 80-page issue features the Injustice Society trying to do the right thing by battling a weird cult to recover their ill-gotten wealth. This story is written by Will Jacobs, Gerard Jones' co-writer on **The Trouble With Girls,** and pencilled by newcomer Jason Pearson J.M. DeMatteis and Darrick Robertson offer an Ice solo story in which a magic crystal transforms the heroine into an Ice Demon. Finally, the Justice League cat fills the bill in his own solo story by Marshall Rogers and J.M. DeMatteis. **Justice League International Quarterly #4** is slated for July 11th release.

Vampire Lestat Slips Into Something Comfortable...

Innovation's **Vampire Lestat** series is set for completion this month, to be followed by **Interview With the Vampire** and **Queen of the Damned**--but there's still another **Vampire Lestat** project on the horizon for Innovation, and it's one that die-hard (no pun intended) Lestat collectors will have to have. **The Vampire Lestat Slipcased Set** is a lavishly designed gold-embossed leather-look slipcase which opens to a book format; it contains all twelve issues of **Vampire Lestat** plus the two **Vampire Companions**. Each set will include a certificate of authenticity, embossed with an Innovation seal and limited to only 2000 sets, each signed and numbered by the publisher. Talk about a sure collectible!...

As with all limited edition items of this sort, we urge you to let your local comic shop know that you're interested, since supplies may very well be allocated--and tell 'em that you heard about it in **Comic Shop News**, okay?

From Out of the Past, Fast and Fury-ous

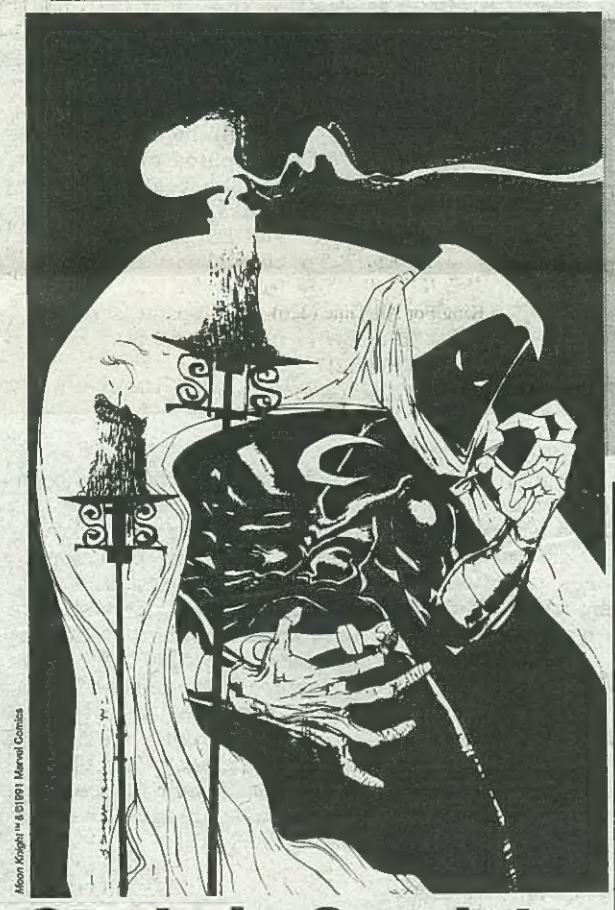
Roland Mann and Mitch Byrd, the creators of **Cat & Mouse,** have turned their attention a half-century into the past to find a new costumed heroine. The object of their attention is none other than **Miss Fury**, the Golden Age creation of Tarpe Mills, who will star in her own full-color series beginning this summer.

Miss Fury picks up fifty years after World War II, in which a woman searching for a costume for a party discovers a cat suit in her grandparents' attic. Soon, though, her grandfather reveals to her the suit's origins, responsibilities--and Marla's ties with its original owner, Miss Fury!

"We're all excited about the knock 'em sock 'em storyline Roland has written," Adventure Comics creative director Tom Mason said. "And the full color art is fantastic!" **Miss Fury #1**, a $2.50 full-color comic, debuts in August.

Excitement's Not Lacking in Orlak Redux

Orlak, the tale a of man who can't explain the metal claws that have replaced his hands--or the mysterious deaths that seem to occur whenever he passes out--has been one of the most acclaimed features in the pages of **Caliber Presents.** Now fans who missed out on this series can enjoy the entire storyline by Rafael Nievs and Ken Holewczynski in one 64-page volume, **Orlak Redux**. This $3.95 release from Caliber Press compiles the entire storyline, along with a new full-color cover by Holewczynski; look for it in July.



Moon Knight ™ & ©1991 Marvel Comics

Study in Scarlet

The "Scarlet Redemption" story comes to an end in **Moon Knight #30,** but **Moon Knight #31** offers an important epilogue to the four-parter in which Moon Knight has to re-evaluate his relationships with Frenchie, Marlene, and Crawley--as well is his own identity--in response to everything that ensued from his conflict with Stained Glass Scarlet. Ace **Moon Knight** artist Bill Sienkiewicz supplies another eye-catching cover for this issue--and just because we're such nice guys, we're giving you a sneak peek at it here so you'll know what to look for on August 29th!

This New Game is Perfect!

FASA is about to release the perfect game for their **Renegade Legion/T.O.G.** line of products--**The Renegade Legion: Perfect Game**. This game allows the player the opportunity to plot and execute their very own planetary invasion. The player must plan everything out perfectly if their assault is to be a success, because one mistake can lead to a disastrous failure! The new **Renegade Legion: Perfect Game** can stand on its own, or it can be incorporated into any of the other **Renegade Legion** games--**Leviathan**, **Interceptor**, or **Centurion**. **The Renegade Legion: Perfect Game** invades the stores in June for the retail price of $25.00. Also coming out in June for the **Renegade Legion** game series is the new **Distant Fire** supplement. This supplement can be used in correlation with any of the **Renegade Legion** games, and covers the details of the invasion of the planet Gustaviv's Regret (which seems to make this supplement perfect for a particular **Renegade Legion** game). The scenario has been specially set-up so that all of the battles are inter-related--meaning the outcome of one can affect the outcome of another. **Distant Fire** is priced at $8.00.

Silencers Makes Noisy Debut in Caliber Summer Special

Caliber Summer Special, an eighty-page sampler issue that offers new stories of **The Swords of Shar-Pei, Deadworld, Fringe, Baker Street, Nature of the Beast,** and **Camelot Eternal,** will also introduce a new miniseries from Caliber, **The Silencers.** Created by Mark Askwith and R.G. Taylor, The Silencers is a story of espionage and intrigue, following the skilled operatives of the world of counter-intelligence. In the world of **The Silencers,** nothing is quite as it seems, and today's friend may be tomorrow's enemy. **Caliber Summer Special**, a $3.95 comic, introduces the series; it then continues in its own four-issue monthly limited series, **The Silencers** beginning just after the **Summer Special** is released. The Silencers will be priced at $2.50 per issue. Both **Caliber Summer Special** and **Silencers #1** are set for July release.

Caliber Summer Special ™ & ©1991 Askwith and Taylor

Big Blue Meanie Vs. Big Red Cheese: A Colorful Confrontation

Now here's a confrontation no one would have predicted. **LEGION '91 #31** features the ever-popular Lobo--nothing unexpected there, since he's a regular in the book--battling one of comics' oldest heroes, Captain Marvel! It seems that Captain Marvel pops in from War of the Gods to interrupt Lobo's visit to a space cantina--and as you might expect, Lobo is less than thrilled about the intrusion... **LEGION '91 #31** is written by Alan Grant and illustrated by Barry Kitson; Dan Brereton and Barry Kitson supply the cover for this issue. Look for it on August 1st.

What a Way to Go...

In Antarctic Press's **Zetramen,** the male population of Earth is facing a rather...shall we say unusual?...fate: the all-female population of Venus is in dire need of men to help replenish its numbers, and it seems set on using Earthmen as its "breeding stock." It's up to the Zetramen--Mikey, Phrank, and Howard--to help save the men from a fate worse than...well, let's just call it an unusual fate, shall we? **Zetramen,** a three-issue limited series, is written by Steve Ross and illustrated by Greg Espinoza. The first 32-page issue, scheduled for June release, is priced at $1.95.

Where Your Mechs are Standing

If you've been looking for a new scene to place your favorite **BattleTech** Mech in, than **FASA** has just the supplement for you! The **BattleTech Map Set #4** is due out in June with eight all new maps. Included in the set are two each of the following: large lakes, river delta/drainage basin, city street grid/park, and heavy forest. **The BattleTech Map Set #4** is priced at $15.00.

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FYI: Here Comes HPL!

H.P. Lovecraft remains one of the seminal authors in the field of horror; his Cthulhu Mythos work has inspired countless other authors to offer their interpretations of Lovecraft's dark visions, while his horror and macabre fantasy tales were imitated by many ever since they first appeared in the 1920's and 1930's. Unfortunately, Lovecraft's forays into the world of comics have been rare, and none too successful--but it looks like 1991 might be the year that the trend changes

Lovecraft, a new full-color series from Adventure Comics, will adapt four of Lovecraft's best-known short stories to comics form. Steve Jones will peri the adaptations of "The Lurking Fear," "Beyond the Wall of Sleep," "The Tomb," and "The Alchemists."

This will be the second Adventure Comics Lovecraft-related project; before **Lovecraft** appears, the Adventure adaptation of the film **The Re-Animator** is set for release. This comic book limited series is based on a film based in turn on a short story by HPL.

Marvel Deals Up a Wild Card TPB

Wild Cards, last year's four-issue limited series based inspired by the successful paperbacks, gets the trade paperback treatment in August. The $14.95 trade paperback, featuring art by Marshall Rogers, Lee Weeks, Michael Bair, Jackson Guice, and Larry Stroman. Bob Larkin will supply a new cover for the 192-page volume; look for **Wild Cards** on August 22, 1991.

Tom & Jerry ™ & ©1991 Turner Entertainment Co.

Harvey Mines the Animation Gold

Harvey Comics recognizes the reader appeal of classic animation characters; beginning this summer, the company is expanding its comics line dramatically, adding several titles featuring some of the most familiar faces of the animation world. Felix the Cat will star in two titles, **Felix the Cat** and **The Nine Lives of Felix the Cat**, both reprinting classic Felix tales; each issue is priced at $1.50. Woody Woodpecker returns in a 64-page **Woody Woodpecker's 50th Anniversary Summer Special,** featuring story and art by Walter Lantz. **Tom and Jerry's 50th Anniversary Summer Special #1** is a 64-page collection of Tom and Jerry stories, including several tales written and drawn by the famous Carl Barks! Both the **Woody Woodpecker** and **Tom & Jerry** 64-page comics are priced at $2.50.

Fish Police ™ &©1991 Steve Moncuse

Steve Moncuse Creates New Fish Shticks

Fish Police may have come to an end, but that doesn't mean that the world of **Fish Police** has been abandoned. With CBS-TV planning a prime-time animated series based on Inspector Gill and the original Fish Police, you can be sure that Steve Moncuse isn't going to forget about his best-known creation. Beginning in July, Moncuse will begin writing an all-new Fish Police series, **Fish Shticks,** with art by Steve Hauk. Inspector Gill, Dr. Calamari, and crew are back in new piscine adventures in this 32-page comic book featuring a fully-painted cover by Steve Moncuse. **Fish Shticks #1,** a July release from Apple Comics, is priced at $2.75.

Waverider Surfs Into Summer

Waverider's quest for the identity of Monarch continues in July and August with the release of three more Armageddon 2001-related annuals. Fans will get a glimpse at a second possible future for Superman in **Action Comics Annual #3** (July 11th); Roger Stern and Tom Grummett present a future in which Superman decides to run for President of the United States. **LEGION '91 Annual #2** (July 18th) presents an possible future for Lobo; Alan Grant, Mike McKone, and Jan Harpes also introduce readers to the Vril Dox of 2001. The contents of **New Titans Annual #7** have already been announced (readers meets an ominously changed Nightwing and are introduced to the new Teen Titans, courtesy of Marv Wolfman, Tom Grindberg, Al Vey, Dick Giordano, and Willie Blyberg), but the issue has now been rescheduled for August 8th release. **Action Comics Annual #3** is priced at $2; **LEGION '91 Annual #2** is priced at $2.95; and **New Titans Annual #7** is priced at $3.50.

Spidey Enters the Realm of Sleep

Spider-Man makes a guest appearance in **Sleepwalker** #s 5 & 6 in a two-part story that pits the two heroes against the most vicious underworld leader in the Marvel Universe. So you're thinking they'll battle the Kingpin, right?... Not exactly--although the Kingpin does appear in the two-parter. Instead, their villain is the new underworld ganglord, the Ringleader! Bob Budiansky and Bret Blevins present the Sleepwalker/ Spidey two-parter beginning on August 15th and ending on September 12th.

Sleepwalker ™ &©1991 Marvel Comics

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Lines of Death (219)
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Moonshot (238)
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Night In Gotham™(212)
Sourcebook on Gotham City™
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For Your Own Heroes Adventure
Siege (204)
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Dinosaurs, Cadillacs, and Silkscreens

Mark Schultz, the creator of **Xenozoic Tales**, is being discovered by more and more art fans every day; his style, reminiscent of classic EC sf art by Williamson, Frazetta, and others, is quickly making him a fan-favorite. Most fans will never have a chance to own a piece of Schultz's original artwork--but thanks to Kitchen Sink, they can own an original serigraph (silkscreen print) done by Schultz, featuring an original illustration done specifically for the serigraph.

The 19" x 38" serigraph will feature at least ten colors, each of which must be separately applied via silkscreening in a laborious, meticulous process. Printed on heavy acid-free paper, the serigraph will be autographed and numbered by Schultz in the border area. This isn't just a signed print--serigraphs are legitimate pieces of art on their own, valued by collectors and sure to escalate in value. The **Xenozoic Tales Serigraph,** scheduled for August release, is priced at $250 and is limited to only 250 copies, so be sure to let the folks at your local comic shop know if you're interested--and mention that you read about it here in **CSN**.

Plastic Fantastic Figures

A few issues back, **CSN** told you how Marvel was revamping its bisque figures to improve the quality of the line; now they've done the same thing to their upcoming PVC figures, which should be great news to those who felt that the early Marvel PVC's weren't quite as detailed as they should be. Marvel has contracted with Applause, the company that creates PVCs for Disney and others, and that means that everyone should notice quite an improvement in quality with the PVC figures arriving in November of this year. Marvel has six new PVC figures ready for Christmas release--and appropriately enough, two of them are special Christmas-oriented Hulk and Spider-Man figures that should make nifty Christmas ornaments! Mutant fans will want the Cable, Gambit, Storm #2, and Wolverine #3 figures that will be released at the same time. Even with the improvement in quality, Marvel is keeping the price for its PVC figures at only $3.99 each, so collect the whole set!

Monsterscene Unleashed

When Gogo Comics mentioned **Monsterscene Journal** in the pages of their offbeat comic **Creepsville,** the response was so overwhelming that the Gogo Guys decided to make it a regular ongoing publication. Each 8-page issue will feature coverage of horror films, comics, and other horror-related merchandise; **Monsterscene Journal** will be 3-hole punched for easy filing. Let the folks at your local comic shop know that you're interested--and tell 'em you heard about it in **CSN**...

Cry For Dawn Portfolio on the Horizon

Joseph Michael Linsner's artwork for **Cry For Dawn** has earned him a lot of fans--and all of 'em will be interested in the **Cry For Dawn Portfolio,** a collection of Linsner artwork. The Portfolio will feature eight black-and-white plates on 67 lb. vellum white coverstock, all packaged in an illustrated envelope. There will only be 1500 sets of this limited edition; each set will retail for $15. Look for it in early June.

LITTLE NEMO
IN THE LAND OF WONDERFUL DREAMS
WE SHOULD VISIT JACK, I THINK, DON'T YOU, YOUR ROYAT MAJESTY EH?
YES, I DO THINK SO, DOC-TER!
BY WINSOR McCAY
VOLUME ONE
Little Nemo in Slumberland™ &©1991 Rarebit Fiend Worldservice Books

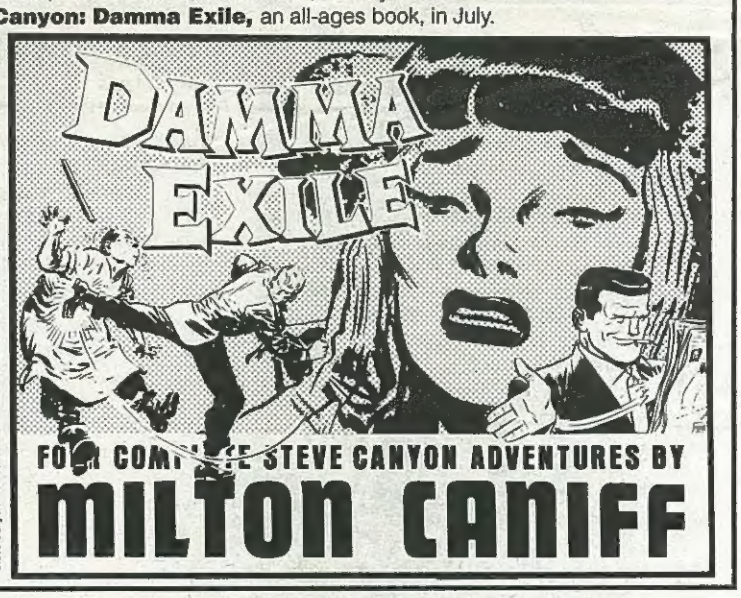
Little Nemo in the Land of Wonderful Bargains

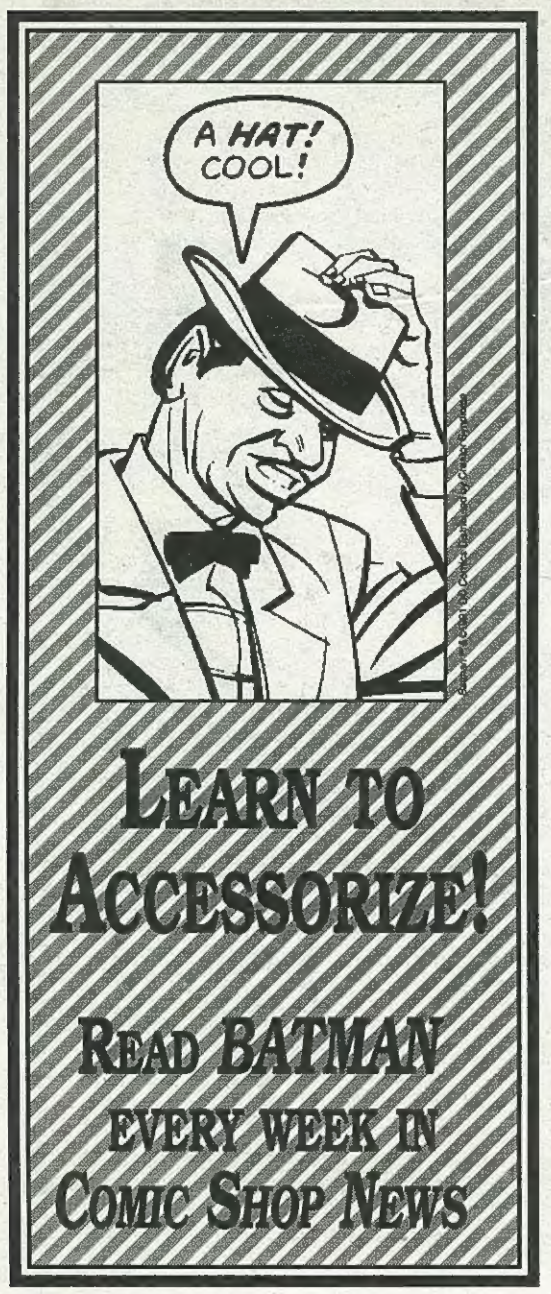
Every comic book fan should own Winsor Mccay's stunning **Little Nemo** material; however, the high price of the hardcover editions has kept the books out of the budgetary reach of many comics collectors. To enable everyone to afford this seminal comic book material, Eclipse Comics is offering its **Little Nemo in the Land of Wonderful Dreams** volume in a bargain-priced trade paperback this June. While the hardcover edition was priced at $35, the trade paperback will carry a $19.95 pricetag--and no interior material is being omitted. The volume will collect 65 Nemo Sunday pages from 1911 and 1912 with 10 full-color episodes of **Rarebit Fiend,** and includes an illustrated historical introduction by Bill Blackbeard. It will also feature two full-color **Slumberland** pages that were only reproduced in black and white in Fantagraphics **Little Nemo in Slumberland** collection.

"We're pleased to make this collection possible," editor Bill Blackbeard said. "It should be emphasized that almost none of the **In the Land of Wonderful Dreams** pages have ever been reprinted outside a few academic studies." Eclipse plans to reprint the remainder of the **Wonderful Dreams** material in a second volume later this year.

Celebrate Steve Canyon's Tenth Anniversary--Thirty Four Years Later!

Steve Canyon was created in 1947, which means that his tenth anniversary was 1957. So how can Kitchen Sink celebrate that tenth anniversary in 1991? Simple--by reprinting four great stories from Steve Canyon's tenth year of publication! That's just what they're doing in **Steve Canyon: Damma Exile**, a 224-page horizontal format trade paperback priced at $18.95. This volume will feature "Damma Exile," "Decision," "Dark Horse Team," and "Unknown Admirer," all by Milton Caniff. Look for **Steve Canyon: Damma Exile,** an all-ages book, in July.


DAMMA EXILE
FOUR COMPLETE STEVE CANYON ADVENTURES BY
MILTON CANIFF
Steve Canyon™ &©1991 Milton Caniff Esther Persons Caniff Estates



Freddy's Nightmares Get More Lavish

Innovation's **Nightmares on Elm Street** comic has undergone a last-minute upgrade. According to Innovation, "After announcing **[Nightmares on Elm Street #1]** as a line-art color book, we've decided to go with fully-painted originals, to make this the classiest horror project possible!" **Nightmares on Elm Street #2**, featuring the second half of the two-part "Yours Truly, Freddy Krueger ," continues the conflict between Freddy and Nancy Thompson--a conflict that involves none other than Jack the Ripper!

Andy Mangels is the writer of this series, which is illustrated by Tony Harris. Brian Stelfreeze supplies the cover painting. **Nightmares on Elm Street #1** should be in comic shops at the time you read this; look for the second issue in late July.

Art For Art's Sake

Art Adams, the fan-favorite whose work appears in print far too rarely to suit his many admirers, is contributing a backup strip to Adventure Comics' miniseries **Livingstone Mountain**. The backup series, entitled "How to Draw Comics the Art Adams Way," will be a humorous and sometimes satirical look at the life of a popular comic creator. Adams will plot, pencil, and ink the pages; Steve Moncuse will supply the dialogue.

"All those fans who have followed Art's comic book career don't dare miss this new work, which is a look behind the scenes at his creative processes," Adventure Comics publisher Dave Olbrich said. The first issue of **Livingstone Mountain**, an adventure/fantasy series by the creator of **Fish Police,** is scheduled for July release.

Give & Take
by Cliff Biggers & Brett Brooks

Each month, Cliff Biggers (in plain type) and *Brett Brooks (in italic type)* take a look at a few choice comics scheduled for release within the next month. Publishers interested in having their books considered for review should send copies to ***CSN Give and Take, 2339 Milstead Circle, Marietta GA 30066***. We'd prefer receiving copies of the books at least thirty days before they're supposed to reach comic shops. Enough business; now let's talk comics.

Marvel seems to be saving their best for last, at least insofar as their series debuts for 1991 are concerned. Everyone knows that ***X-Force*** and ***X-Men*** are going to be major successes--but sandwiched in between them is a book that will most likely be the surprise hit of the year. ***Wonder Man*** has a mix of solid storytelling and stylish art that all but guarantees hot-comic status.

Gerard Jones, who has demonstrated his ability to mix humor and adventure as writer of ***The Trouble With Girls*** and ***Justice League Europe,*** makes his Marvel debut with ***Wonder Man***--and it's a very solid debut indeed. The Marvel adventure-humor formula is a bit higher on adventure than DC's, but there are enough light touches interspersed with the adventure to make this

Wonder Man
GOT TO GET TO GINGER'S. BUT HOW?
COPS? TOO MUCH EXPLANATION. A BUS! WHAT IN L.A.? I'D GET THERE NEXT WEEK. BUT MAYBE...
...JUST MAYBE...
WHOAH--NICE JUMP--NICER BUNS!
NEVER REALLY TRIED THIS, BUT IT SEEMS TO WORK FOR THE HULK. AND IF THAT DOPE CAN COVER GROUND BY JUMPING, THEN SO CAN...
AAIIIIII
AAA
ALL BY MYSELF. THEN! ALL BY MYSELF I WILL TAKE HIS LIFE! BEGINNING WITH--
SMAK
--YOU!
OH!
Wonder Man™ & ©1991 Marvel Comics

book a real treat for those who enjoy the sillier elements of ***JLE as*** well.

Wonder Man is pursuing his film career, trying to become a big-name star--and he's hoping to use his superhero status as a stepping-stone to stardom. When a "planned" confrontation between Wonder Man and Goliath goes awry, though, a publicity stunt becomes a super-slugfest that should please fans who love super-punch-'em-ups. Jones writing is fast-paced, strong on characterization and action--and the Hollywood-insider edge adds an extra facet that I really enjoyed.

I found the idea of a superhero who has to adjust to the Hollywood lifestyle very amusing. It isn't enough that Wonder Man has to face all sorts of super-villains that would rather see him dead, no...he has to face publicity agents as well! Now that's enough to scare practically anybody! I really enjoyed Jones' characterization of Simon Williams as a man trying to be taken as a serious actor, yet not being able to shake the image of a Hollywood Action Hero. The life that Williams leads is filled with craziness at every turn, right down to the girlfriend that his agent gave him that he can't stand, but can't get rid of because she won't leave! Could it be that there is some innovative characterization at work here? I think so. Wonder Man is a star already--even if he doesn't get that big breakthrough movie.

For many fans, though, the star of the book won't be Wonder Man--it'll be Jeff Johnson, the artist who's going to have a very strong fan-following in a very short time. Johnson has worked in the past with Jim Lee, and it shows in his design and his finishing style--and of course the inks by

ANY MORE QUESTIONS?

Q: Who the heck are you guys?
A: We are Superstar Comics, an all fantasy sports comic company.

Q: What are your comics all about?
A: Sports fantasy featuring the Screamer Brothers and the stars of the F.A.S.T. Sports League, a league that governs football,baseball,basketball and hockey, with 60 teams and many outrageous sports villains.

Q: I heard that the Screamer Brothers have a major licensing and merchandising program behind it, including T.V.
A: Yup.... thats right.

Q: Is the first full color Screamer Brothers comic featuring the Droolers due out this August gonna be a hot collectable?
A: Yup... thats right.

Q: Is Superstar going to the shows this summer?
A: You bet.. We will be in San Diego and look for our Sports Fantasy room at the Chicago Comicon.

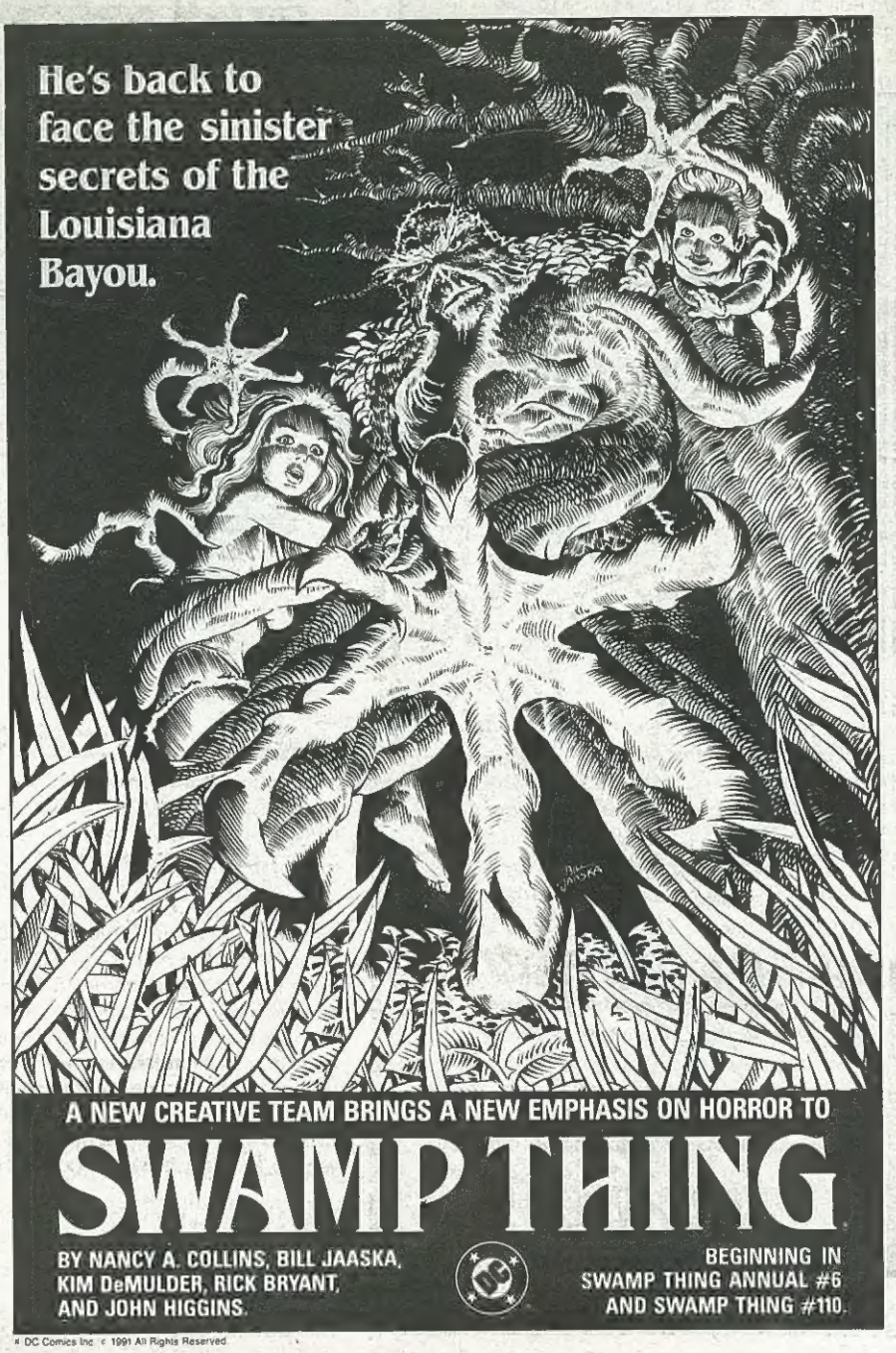
Q: Hey man...why hasn't anyone ever started a sports fantasy comic company before?
A: No balls... thanks for your support.

THE SCREAMER BROS. #1 FEATURING THE ALABAMA DROOLERS
STARRING IN FULL COLOR
HUCK ALUNGER · HUCK TOOEY · HUCK ALOOEY

is HOT™

SHIPS AUGUST

SUPERSTAR COMICS
"An All Sports Comic Company"



A NEW CREATIVE TEAM BRINGS A NEW EMPHASIS ON HORROR TO
SWAMP THING
BY NANCY A. COLLINS, BILL JAASKA, KIM DeMULDER, RICK BRYANT, AND JOHN HIGGINS.
BEGINNING IN SWAMP THING ANNUAL #6 AND SWAMP THING #110.

* DC Comics Inc. © 1991 All Rights Reserved.

Terry Austin are a perfect complement (aren't they always?). Johnson should join Lee, Portacio, Liefeld, and McFarlane on the hot-illustrator list before the year is over.

Jeff Johnson is one of those artists that you look at and immediately like. His style reminds you of several of your favorite artists, and yet, never does he seem to be stealing from their style, or blatantly copying it. Johnson has his own interpretation of how to draw, and let me tell you, fans everywhere are going to be clamoring for Johnson to draw as much as he can as fast as he can. Ah, stardom...

Wonder Man is quintessential Marvel: it's strong on style, strong on action, and strong on entertainment. That's a combination that's sure to produce a real hit.

*Well, if **Wonder Man** is quintessential Marvel, than **Swamp Thing** is quintessential DC--sort of.*

DC produces horror comics that are on the cutting edge; comics that try to be what horror novels are--thought-provoking and horrific at the same time. DC has consistently avoided the shock therapy treatment for horror, and seen success after success because of it. They haven't lost it yet.

*The **Swamp Thing Annual** is the first issue of **Swamp Thing** written by acclaimed horror novelist Nancy Collins, and it is very good. Collins is best known for her vampire novel **Sunglasses after Dark**, and this is her first venture into writing comics. I'm proud to say that she has made the transition very well. Most novelists, when they try to write comics, tend to "write down," meaning that they don't treat the comic the same as they would a novel. That is not the case here.*

*Collins brings the quality level of **Swamp Thing** back up to the highest level it's been at since Alan Moore left the book, lo those many years ago. Collins' treatment of Swamp Thing as a character makes the creature seem far more natural than he has in the past months. Swamp Thing seems more--well, swampy. Swamp Thing is at one with the swamp around him. He can mold it to his will in a frighteningly natural way. Collins 'interpretation of Swamp Thing makes him seem far more ominous and yet more relaxed at the same time.*

Part of the reason for that, I suspect, is that Nancy Collins is a comic fan who is also a horror novelist. Nancy wrote a few pieces for ***Amazing Heroes*** several years ago, I believe--and I know she was a member of New Orleans sf and comics fandom a while back. As a result, she has a familiarity with comics and with ***Swamp Thing*** that she is able to meld with her horror style.

*I just realized that I have gone all this way talking about Collins' writing without ever mentioning the plot. The plot of this **Swamp Thing Annual** deals with a bridge which sees the death of many different people, all of them murdered, and once the murders reach a particular level, the residual spirits decide to take action, and vengeance, against the murderers. The art on the book is by Bill Jaaska who also deserves praise. Jaaska's interpretation of Swamp Thing helps to heighten the mood of the book greatly. He seems to know just how much of a monstrous quality to add to the art without getting carried away and taking the book to the other extreme.*

It's a shame that Jaaska won't be the regular artist on Swamp Thing--no slight against Tom Mandrake (who will be the regular artist) is intended, but Jaaska really seems to be doing a superlative job with the character--and after the less-than-inspiring art that ***Swamp Thing*** has had for the past few issues, it's nice to see the book well-illustrated again.

*If you had given-up **Swamp Thing**, now is the perfect time to go back. If you have never read **Swamp Thing** before, now is a good time to start. Nancy Collins seems to know just how to handle **Swamp Thing** ,and I don't think she's going to blow it in the long run.*

DC does many things very, very well, but they've never seemed to have a good grasp on "grim 'n' gritty" action-adventure comics. For the most part, their approach has been less visceral and more cerebral, and the end result never seemed to be quite what fans of books like ***The Punisher*** and ***Nomad*** wanted to see.

I'm pleased to see that they seem to have recognized their past mistakes and are trying to remedy them with their latest action-adventure title, ***Deathstroke the Terminator***. Marv Wolfman isn't trying to imitate the Punisher with Deathstroke the Terminator--in fact, he's fervently making the point that this character is more than just another Punisher. What he's come up with is a character whose elements should appeal to fans of Bullseye, Punisher, and SHIELD in its glory days.

Deathstroke's ex-wife is nearly killed by his former enemies--and they want to be sure that he knows that they're behind it all. In short order, they also destroy his home--and nearly kill him in the process. Now Deathstroke wants revenge--and he wants to know what was the purpose of their brutal attack.

Deathstroke is steeped in the elements of rugged romanticism that are such a strong part of "realistic" books of this sort; the hero may be brutal, but he uses his skills and weaponry to uphold a higher moral code to which he rigorously adheres. Certainly, the plots are steeped in an "ends-justifies-the-means" philosophy, but that's more acceptable in fiction than it is in real life, because in fiction we know that the hero's ends are inherently good. Rugged anti-heroes like Deathstroke and the Punisher are the literary descendants of Sam Spade, Philip Marlow, Mike Hammer, and James Bond.

*Strangely enough, I feel that **Deathstroke** works best on the levels you speak of--and I do agree that it does work--because of the cerebral quality that you mention earlier. Deathstroke thinks, and as a result, he forces the reader to think. Wolfman (who co-created the character) real-*

Swamp Thing ™ & © 1991 DC Comics
OH, IS THAT... WHAT YOU'RE WORRIED ABOUT?
NOW, WHERE IS MY SON?
HE IS ALIVE, ISN'T HE?
Deathstroke The Terminator ™ & © 1991 DC Comics
OOH!
CUT. GOT TO CLOSE IT UP. SEAL THE FISSURE.
ALMOST. STILL LEAKING ENERGY. A LITTLE MORE. COME ON, CLOSE UP...
Solar ™ & © 1991 Western Publishing

Swamp Thing Annual

Deathstroke the Terminator

Solar

izes that Deathstroke isn't just a man with super-human physical skills, but also a man with super-human mental skills. Deathstroke thinks his way through every situation. He acts coldly and rationally at every turn. This isn't because the man is without sensation, but rather because he knows the value of a controlled reaction. This is a concept that is rarely approached in your standard urban action-adventure comic--usually, a big gun and a macho attitude are enough. Wolfman crafts a highly appealing tale around a character who has motivations that are questionable at times, and methods that are just as extreme. This book is much closer to the genre fiction you mention than it is to other comics of the like type, yet more enjoyable as a comic than most of the other grim and gritty comics on the market.

What makes Deathstroke a great deal more appealing than, say, Vigilante or other "grim 'n' gritty" heroes is that ***Deathstroke the Terminator*** is action-adventure on a grand scale, more on the level of current ***Executioner*** or ***Destroyer*** books. The hero isn't fighting street crime in the city, he's fighting terrorism and international crime in a variety of settings. Wolfman is wise in taking this approach and staying away from the overused urban setting ; after all, how many inner-city-druglords can a hero face before the audience gets bored with it all?

All this talk about ***Deathstroke the Terminator*** and I haven't even mentioned that the character has already developed quite a following in his numerous ***New Titans*** appearances. There, he was simply known as the Terminator; I guess DC wasn't as rigorous in enforcing its trademarks and copyrights as it should have been, since there's another character using that Terminator monicker nowadays, but whether he's just the Terminator or Deathstroke the Terminator, the character remains the same--and lots of fans are going to be happy to see that he has his own book.

Erwin and Blyberg produce very solid, capable art that moves the story along well--but it's the story that makes the book. I think that this time around, they've found an approach to the action-adventure her that will work for them--and for comics fans.

*I feel that Steve Erwin is a natural choice for this book. He has the experience of drawing action-adventure settings from his experience on **Checkmate**, and this time around he gets to do it with a recognizable hero. Oh, and the Mike Zeck cover is a knockout, too.*

*Speaking of covers, be on the lookout for a gorgeous cover by Barry Windsor-Smith that will be gracing the first issue of **Dr. Solar.** Why? Because you're also going to want what's on the inside.*

***Magnus: Robot Fighter** has taken everybody off guard. Few people were expecting the overwhelmingly positive reaction that the book received. I think that the same thing may be true for **Solar**. Valiant comics is taking the revival of these characters very seriously. **Solar** is a very good book. The art and the writing are as good as Magnus, if not better. The man writing **Solar** is Jim Shooter, the same man who writes **Magnus**, and the art is by Don Perlin and Bob Layton--and these two have never looked better. Perlin and Layton are combining to produce an art style that is strangely reminiscent of Barry Windsor-Smith, and it is beautiful to see.*

I was quite surprised when I saw the artwork; it certainly wasn't the Don Perlin style that I was expecting. Many fans are going to be very surprised if they have the same preconceptions about Perlin that I had.

*The story behind **Solar** is a little complex. It has to do with time travel and atomic reactors, but revealing much more would give away too much of the book. Suffice it to say that **Solar** is a super-hero book, and that it looks at the super-hero in a slightly tilted way. Jim Shooter has thought out **Solar** as thoroughly as he did **Magnus.** There is real depth to these books, and not just a superficial story or character. I'm glad to see Shooter writing like this again; it makes me remember why I always thought he was so good.*

Shooter obviously hasn't lost his talent for writing popular comics--and I'm glad to see that he also hasn't lost his enthusiasm for the medium. ***Magnus*** and ***Solar*** are entertaining reads, and I feel like the writer's enthusiasm for the subject matter has a lot to do with that.

*Each issue of **Solar** will also contain an eight page origin story for Dr. Solar that will be written and drawn by Barry Windsor-Smith. This serialized origin will continue for eight issues, resulting in what is being called "the biggest comic book panel in history." If you don't believe me, check it out for yourself. You'll be glad that you did.*

How can Yuzo Takada pack so much story into 32 pages? If ***3X3 Eyes*** were an American comic, four issues would have been required for this much plot exposition. Takada doesn't waste a panel; his story is planned and crafted to offer maximum entertainment in minimum pages.

3X3 Eyes' hero is Yakumo, a young man whose father disappeared years ago. He comes to the aid of a mysterious girl who, as it turns out, has been searching for him; she carries a message from his missing father (she also carries something more ominous, but you'll have to read the book to find out). Before too long, Yakumo learns of her secrets--and realizes that the "monsters" his father had hunted for exist after all!

I normally don't like mystic-fantasy storylines; most of them become tedious and bogged down in pseudo-gothic storylines that bore me. ***3X3 Eyes*** avoids that trap; the book never loses momentum, and avoid tedious unnecessary explanation, letting the plot explain itself as it develops.

3X3 Eyes, published by Innovation, is the latest translation series from Toren Smith's Studio Proteus, who manages to consistently produce the best manga-translation books of any publisher or packaging group. You've enjoyed the quality of their work on ***Appleseed, Outlanders,*** and ***Venus Wars,*** among others; ***3X3 Eyes*** is a decidedly different series that is of the same caliber.

***3X3 Eyes** reminded me something of **Horobi**, but with a different slant to it. The hero doesn't turn out to be a monster, but the monsters turn out to be the heroes. It's a nice take on the idea. **3X3 Eyes** is definitely worth checking out if your a fan of good storytelling or just a good story. I won't even mention the bit about the transvestites in the book...*

*Also on the import rack this month, you might want to look for **Silent Mobius** from Viz. **Silent Mobius** is from the creators of **Gunbed**, and is just as visually stunning. The full color art is beautifully colored and each panel is powerful in getting its message across. The meticulous detail that goes into the backgrounds alone is breathtaking.*

CREATED BY BOB KANE
BATMAN
BY LOEBS, CINFA & NYBERG
ARKHAM ASYLUM... MIDNIGHT.
ARKHAM ASYLUM
A SINGLE BITE FROM AN ELECTRONIC BAT AND... DARKNESS!
CHHUTT
A LONE FIGURE DROPS INTO THE ASYLUM COURTYARD.
AND LETS HIMSELF INTO THE BUILDING.
NOW... AN EXPERIMENT! THIS HAT WILL ELECTRONICALLY ORDER THE JOKER'S THOUGHTS!
HAHAHAHAHAHA
HA HA...WHAT? WHAT'S HAPPENED TO ME? IT'S ALL SO CLEAR...
WHAT I'VE DONE... MY CRIMES!
AHHHHHHHH
GET AWAY FROM ME! WHAT HAVE YOU DONE! THE PAIN! THE MEMORIES!
I DON'T DESERVE TO LIVE!
LOEBS, CINFA & NYBERG
THE PAIN! I... I...YOU?
YOU SENT ME HERE! YOU DID THIS TO ME! YOU...
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*The story of **Silent Mobius** deals with a group of specially sanction government para-psychologists that are called in to handle certain situations--namely ones that have a supernatural origin. Nobody seems to appreciate them, or understand why they can't get hold of the weapons that the Silent Mobius team uses, or even know why the team is made-up entirely of women (a mystery lingers here). One thing that I do know: **Silent Mobius** is a fast-paced , light-hearted tale that is sure to appeal to a great many fans of both comics and films such as **Ghostbusters** or even **Ghostbusters II**--I sense a pattern developing here.*

The ***Ghostbusters*** comparison is very apt--although ***Ghostbusters*** never offered the spectacle or visual excitement of ***Silent Mobius***. It's a story that deserves to be made into film, though--but until that happens, we'll have to be satisfied with the comic.

David Quinn and Tim Vigil, creators of Faust, have ventured into the field of publishing with their new company, Rebel Studios. Judging from the quality of one of their first books, ***Spring-Heel Jack***, they're going to find an avid audience awaiting their new releases.

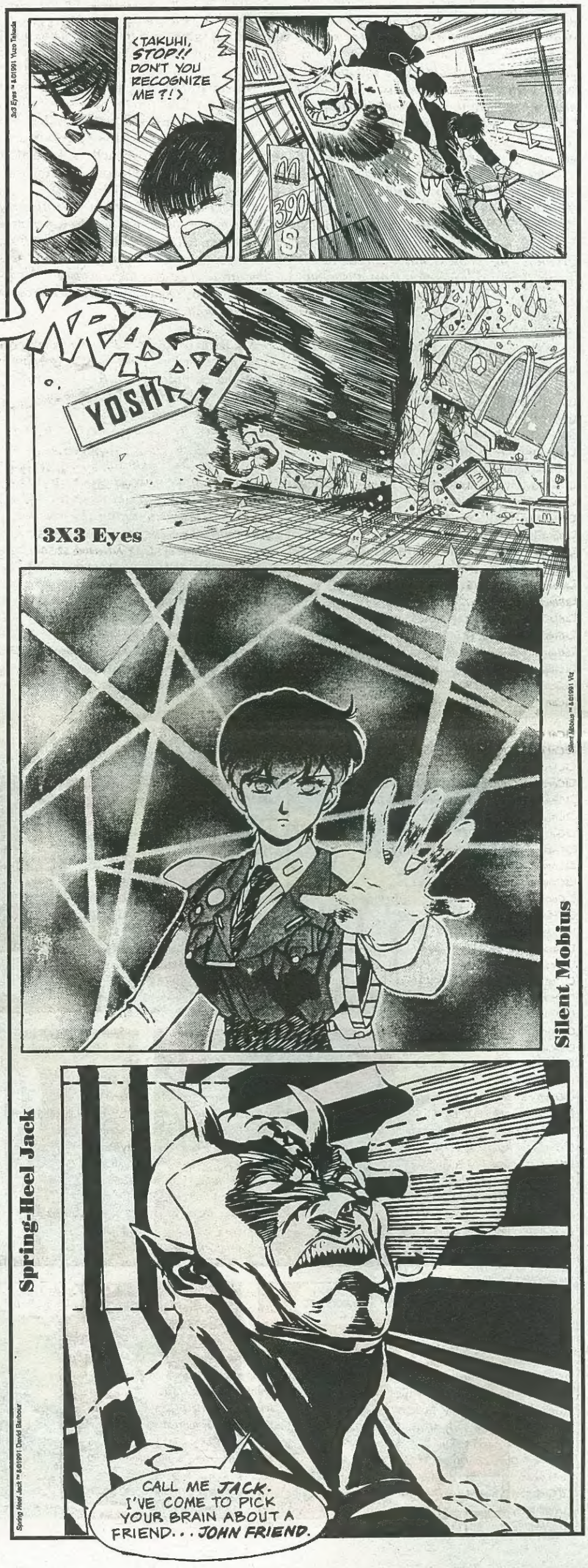
Spring-Heel Jack, by David Barbour and Wayne Tanaka, is a story with a mood reminiscent of prime Grendel or Jim O' Barr's The Crow; the series is dark and somber at times, but not monotonous in its mood. You also ascertain within a very few pages that Barbour and Tanaka have a grand plan for this series--this is a book that seems to be going somewhere in a very determined way.

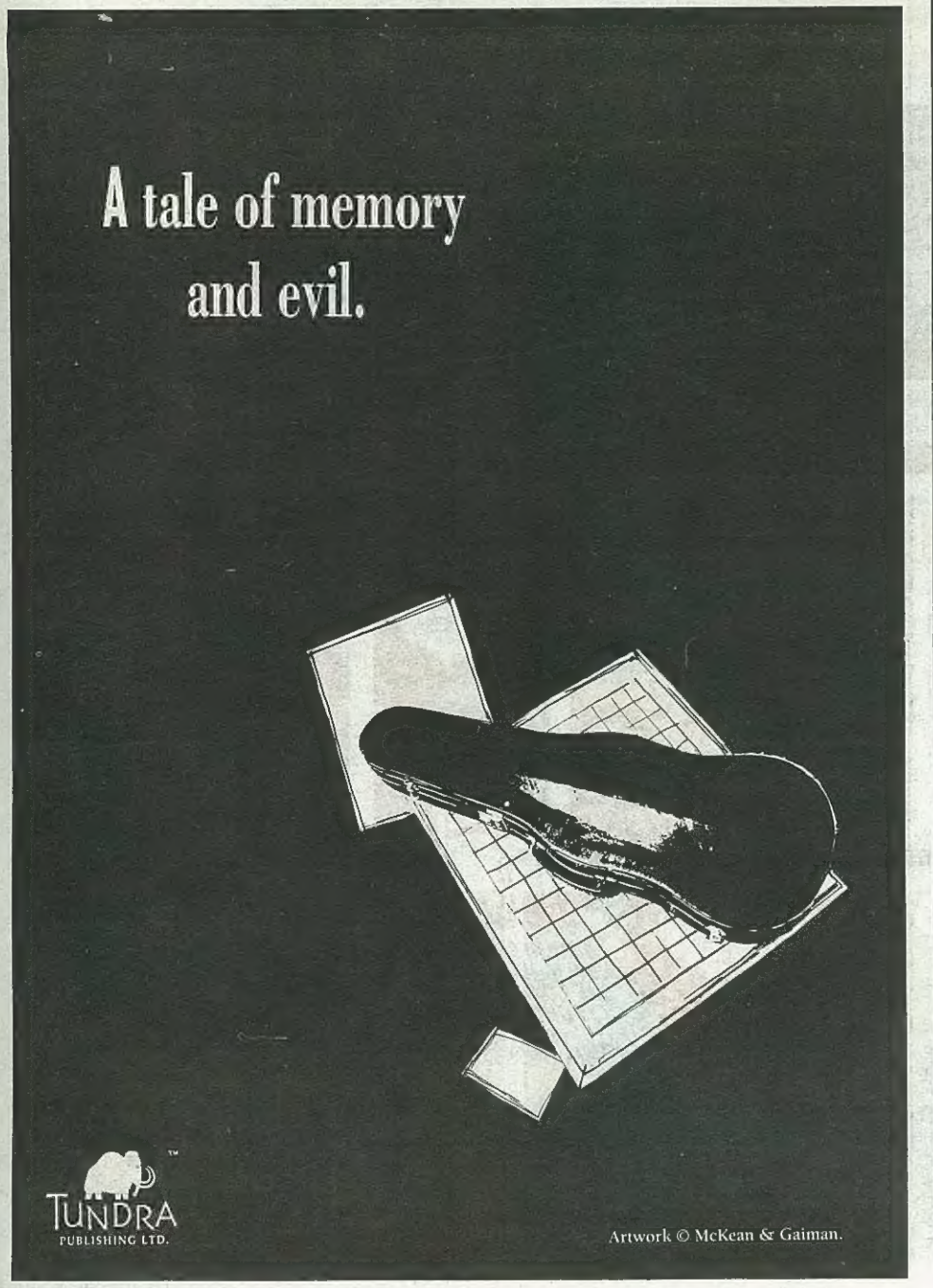
Spring-Heel Jack is a figure from legend, a bugaboo used to frighten recalcitrant children. As events quickly demonstrate, however, Spring-Heel Jack is more than just a childhood monster--he's very real, very deadly, and very much determined to track down a group of terrorists and stop their leader's bloody schemes.

From the first page, ***Spring-Heel Jack*** hooked me; Barbour's story is a delight to read, fast-paced and hard-hitting. His characters have personality--and he develops that personality without having to bring the plot's action to a grinding halt. Tanaka's is a good visual storyteller; to his credit, he manages to stay away from scenes of excessive gore (although there's enough brutality included to make this a book best enjoyed by mature readers). That's good, because I'd like as many people as possible to be able to enjoy ***Spring-Heel Jack***; it's a book that deserves a wider audience.

*One of the things that I liked best about **Spring-Heel Jack** was the sense of something else going on in the background. Not necessarily in the art, but in the story itself; you never are told everything, something is being left out--intentionally. That is one of the qualities that made the original **Grendel** series so appealing to me, and I feel that your comparison is deserved. **Spring-Heel Jack** has the potential to be a big sleeper hit.*

I certainly hope that Spring-Heel Jack is indicative of the quality of all of Rebel Studios' books--it's an entertaining, memorable book told in a refreshingly understated way.

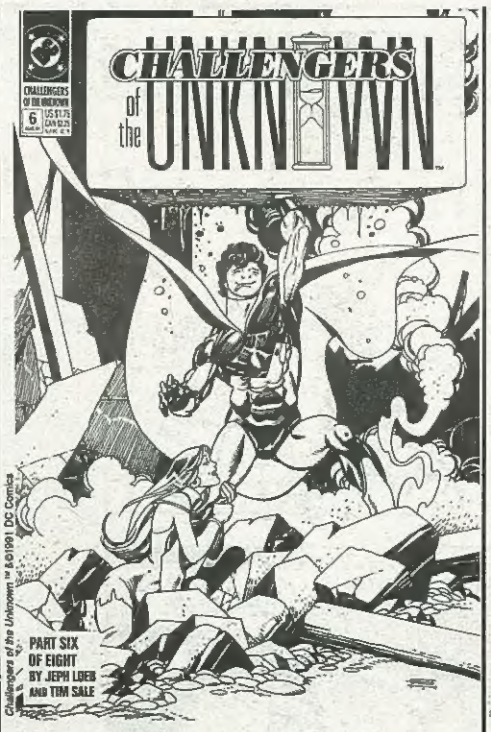




csn quicklist

The following comics are scheduled for release on the dates given; unfortunately, it is not uncommon for comics to be rescheduled or delayed due to various circumstances. As a result, the dates given are only tentative dates, and are subject to change. Also, different parts of the country will receive different books at different times; depending on where your local comics shop is located in relation to the publisher's printing site, your shop may receive these books later—or earlier—than the given date. If you have questions about delayed books, talk to the friendly people at your local comics shop; when CSN is notified in time, we will make changes in our checklist

- ❑ ***A Distant Soil 1*** Aria $1.75
- ❑ ***A Modest Proposal*** Tome/Caliber $2.50
- ❑ ***AI 6*** Atomeka $8.95
- ❑ ***Adventures of Superboy 19*** 6/13 DC $1.25
- ❑ ***Adventures of Superman 481*** 6/27 DC $1
- ❑ ***Akira 31*** 6/13 Marvel $3.95
- ❑ ***Akira TPB 2*** 6/13 Marvel $13.95
- ❑ ***Albedo 1*** Antarctic $2.50
- ❑ ***Alf 44*** 6/13 Marvel $1
- ❑ ***Alien Nation: The Skin Trade 4*** Adventure $2.50
- ❑ ***Alpha Flight 99*** 6/13 Marvel $1.50
- ❑ ***Alpha Flight Special 2*** 6/13 Marvel $1.50
- ❑ ***Amazing Spider-Man 350*** 6/13 Marvel $1.50
- ❑ ***Amazing Spider-Man Annual 25*** 6/20 Marvel $2
- ❑ ***Animal Man 38*** 6/27 DC $1.50
- ❑ ***Anxiety Times Book One*** Eclipse $12.95
- ❑ ***Attack of the Mutant Monsters 2*** A-Plus $2.50
- ❑ ***Avengers 335*** 6/6 Marvel $1
- ❑ ***Avengers 336*** 6/20 Marvel $1
- ❑ ***Baker Street 8*** Caliber $2.50
- ❑ ***Batman 466*** 6/20 DC $1
- ❑ ***Batman: The Sunday Classics TPB*** 6/13 DC $19.95
- ❑ ***Beauty & the Beast III: Silent Echoes*** 6/20 First $5.95
- ❑ ***Beer Nutz*** Tundra $2.95
- ❑ ***Black Orchid TPB*** 6/20 DC $19.95
- ❑ ***Black Orchid Poster*** 6/13 DC $5.95
- ❑ ***Bounty 1*** Caliber $2.50
- ❑ ***Bratpack 5*** Tundra $2.95
- ❑ ***Caliber Presents 24*** Caliber $3.50
- ❑ ***Captain America 390*** 6/20 Marvel $1
- ❑ ***Car Warriors 3*** 6/20 Marvel $2.25
- ❑ ***Cartoon Confidential*** Eternity $14.95
- ❑ ***Cat Claw 9*** Eternity $2.50
- ❑ ***Cat Claw GN*** Eternity $9.95
- ❑ ***Cerebus 147*** Aardvark-Vanaheim $2.25
- ❑ ***Cerebus: Church & State 10*** Aardvark-Vanaheim $2
- ❑ ***Challengers of the Unknown 6*** 6/13 DC $1.75
- ❑ ***Chip 'n' Dale Rescue Rangers 16*** Disney $1.50
- ❑ ***Classics Illustrated 28: Kidnapped*** 6/20 First $3.95
- ❑ ***Cloak & Dagger 19*** 6/27 Marvel $2.50
- ❑ ***Conan 247*** 6/20 Marvel $1
- ❑ ***Conan Saga 53*** 6/27 Marvel $2.25
- ❑ ***Concrete: Fragile Creature 2*** Dark Horse $2.50
- ❑ ***Cyberlust 1*** Aircel $2.50
- ❑ ***Cyberrad 4*** Continuity $2
- ❑ ***Deadly Foes of Spider-Man 4*** 6/13 Marvel $1
- ❑ ***Deadworld 20*** Caliber $2.50
- ❑ ***Death Dreams of Dracula 4*** Apple $2.50
- ❑ ***Deathlok 2*** 6/27 Marvel $1.50
- ❑ ***Deathstroke the Terminator 1*** 6/13 DC $1.75
- ❑ ***Demon 14*** 6/20 DC $1.50
- ❑ ***Desert Storm Journal 2*** Apple $2.75
- ❑ ***Detective Comics 633*** 6/13 DC $1
- ❑ ***Detective Comics 634*** 6/27 DC $1
- ❑ ***Doctor Strange 32*** 6/27 Marvel $1.50
- ❑ ***Doom Patrol 46*** 6/27 DC $1.50
- ❑ ***Dore: the Illustrated Apocrypha*** Tome/Caliber $2.50
- ❑ ***Double Dragon 2*** 6/20 Marvel $1
- ❑ ***Dragon Chiang GN*** Eclipse $2.95
- ❑ ***Dragonflight Book Three*** Eclipse $4.95
- ❑ ***Dragonlance Comics 33*** 6/20 DC $1.75
- ❑ ***Excalibur40*** 6/20 Marvel $1.75
- ❑ ***Fantastic Four 355*** 6/27 Marvel $1
- ❑ ***Faust 8*** Rebel $2.25
- ❑ ***Flash 53*** 6/13 DC $1
- ❑ ***Forgotten Realms Comics 24*** 6/20 DC $1.75
- ❑ ***Frost: The Dying Breed 3*** Caliber $2.95
- ❑ ***Gehenna 1*** White wolf $2.75
- ❑ ***Ghost Rider 16*** 6/13 Marvel $1.75
- ❑ ***GI Joe 115*** 6/20 Marvel $1
- ❑ ***Green Arrow 50*** 6/13 DC $2.50
- ❑ ***Green Lantern 15*** 6/20 DC $1
- ❑ ***Groo the Wanderer 80*** 6/13 Marvel $1
- ❑ ***Guardians of the Galaxy 15*** 6/20 Marvel $1
- ❑ ***Happy 50th Anniversary Archie*** Archie $2.95
- ❑ ***Hardkorr 1*** Aircel $2.50
- ❑ ***Hawk & Dove 27*** 6/20 DC $1.25
- ❑ ***Hawkworld 14*** 6/13 DC $1.50
- ❑ ***Hawkworld Annual 2*** 6/27 DC $2.95
- ❑ ***Hellblazer 44*** 6/20 DC $1.75
- ❑ ***Incredible Hulk 384*** 6/20 Marvel $1



- ❑ ***Incredible Hulk:Ground Zero TPB*** 6/20 Marvel $12.95
- ❑ ***Infinity Gauntlet 2*** 6/20 Marvel $2.50
- ❑ ***Iron Man 271*** 6/27 Marvel $1
- ❑ ***Jaguar 1*** 6/20 Impact $1
- ❑ ***Jason and the Argonauts 2*** Tome/Caliber $2.95
- ❑ ***Jeremiah: A Fistful of Sand 2*** Adventure $2.50
- ❑ ***Judge Dredd 56*** Fleetway/Quality $1.95
- ❑ ***Junior Woodchucks 3*** Disney $1.50
- ❑ ***Justice League America 53*** 6/13 DC $1
- ❑ ***Justice Society of America 5*** 6/20 DC $1
- ❑ ***Knights of Pendragon 13*** 6/20 Marvel $1.95
- ❑ ***Knuckles the Malevolent Nun 1*** Fantagraphics $2.25
- ❑ ***Leather & Lace 22*** Aircel $2.95
- ❑ ***Legend of the Shield 2*** 6/27 Impact $1
- ❑ ***LEGION 91 30*** 6/27 DC $1.50
- ❑ ***Life with Archie 286*** Archie $1
- ❑ ***Little Italy 1*** Fantagraphics $3.95
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- ❑ ***Lost in Space 3*** Innovation $2.50
- ❑ ***Love & Rockets Book Nine*** Fantagraphics $12.95
- ❑ ***MACH 1 4*** Fleetway/Quality $1.95
- ❑ ***Magicman 1*** A-Plus $2.50
- ❑ ***Magnus: Robot Fighter 4*** Valiant $1.75
- ❑ ***Man in Black 3*** Recollections $2
- ❑ ***Mark-of-the-Dog*** Catalan $13.95
- ❑ ***Marvel Age 103*** 6/20 Marvel $1
- ❑ ***Marvel Comics Presents 83*** 6/27 Marvel $1.25
- ❑ ***Marvel Fanfare 58*** 6/27 Marvel $2.25
- ❑ ***Marvel Tales 252*** 6/20 Marvel $1
- ❑ ***Marvel Universe Cards Series II*** 6/27 Impel $1/pack
- ❑ ***Marvel Universe Master Edition 9*** 6/27 Marvel $3.95
- ❑ ***Metacops 3*** Monster $1.95
- ❑ ***Metropol 6*** 6/13 Marvel $2.95
- ❑ ***Monsterscene Journal 2*** Gogo $1
- ❑ ***Moon Knight 29*** 6/27 Marvel $1.50
- ❑ ***Nam 59*** 6/27 Marvel $1.50
- ❑ ***New Titans 78*** 6/20 DC $1.75
- ❑ ***New Warriors 14*** 6/27 Marvel $1
- ❑ ***NFL Superpro Special*** 6/27 Marvel $2
- ❑ ***Night Raven:House of Cards GN*** 6/13 Marvel $14.95
- ❑ ***Nine Lives of Felix the Cat 1*** Harvey $1.25
- ❑ ***Ninja High School 26*** Eternity $2.50
- ❑ ***Nintendo Comics System 8*** Valiant $1.75
- ❑ ***No Guts or Glory*** Fantaco $2.95
- ❑ ***Nocturne 1*** Aircel $2.50
- ❑ ***Nosferatu: Plague of Terror 2*** Millennium $2.50
- ❑ ***Oblivion City 3*** Slave Labor $2.50
- ❑ ***Olympians 2*** 6/20 Marvel $3.95
- ❑ ***Original Ghost Rider Rides Again 2*** 6/13 Marvel $1.50
- ❑ ***Photo Journal Guide 3: Marvel*** Gerber $59.95
- ❑ ***Planet of the Apes 14*** Adventure $2.50
- ❑ ***Post Brothers 20*** Rip Off $2
- ❑ ***Power 4*** Aircel $2.50
- ❑ ***Predator: Big Game 4*** Dark Horse $2.50
- ❑ ***Propaganda Comics 2*** A-Plus $2.50
- ❑ ***Punisher 51*** 6/20 Marvel $1.50
- ❑ ***Punisher Special*** 6/20 Marvel $2.95
- ❑ ***Punisher War Journal 33*** 6/27 Marvel $1.50
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- ❑ ***Quasar 25*** 6/13 Marvel $1.50
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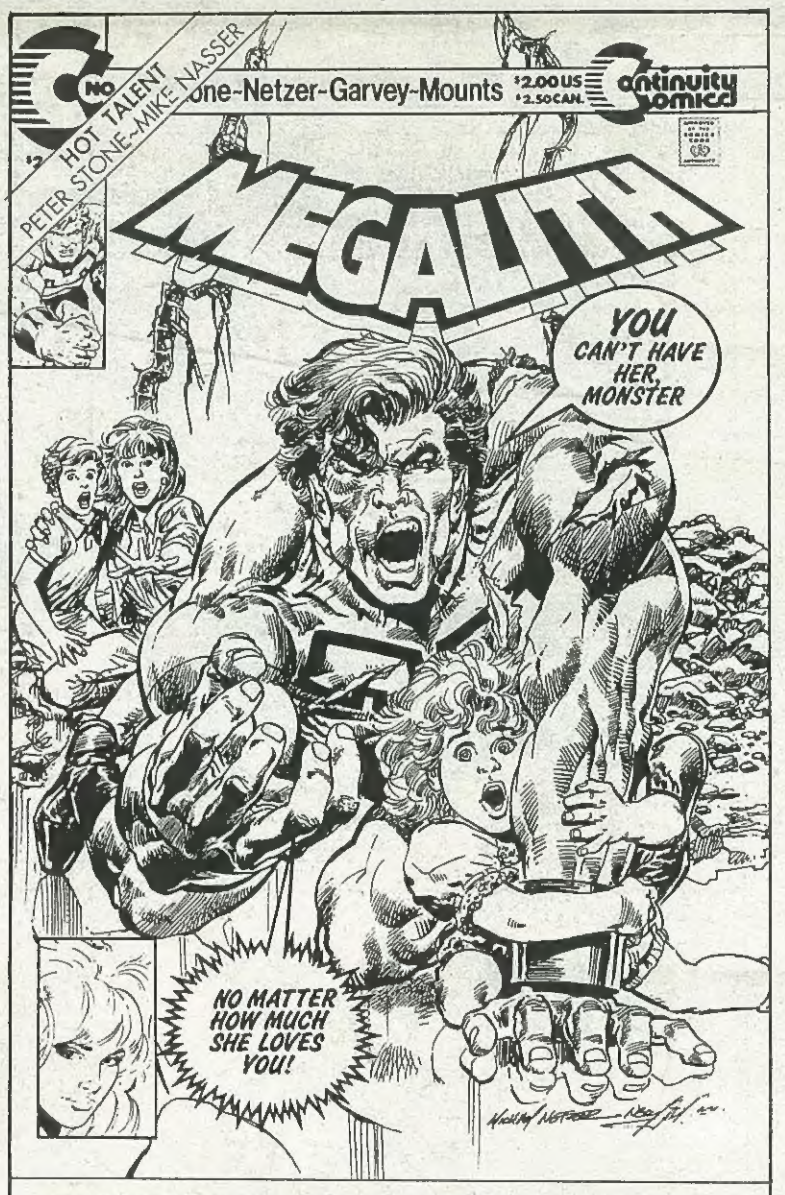
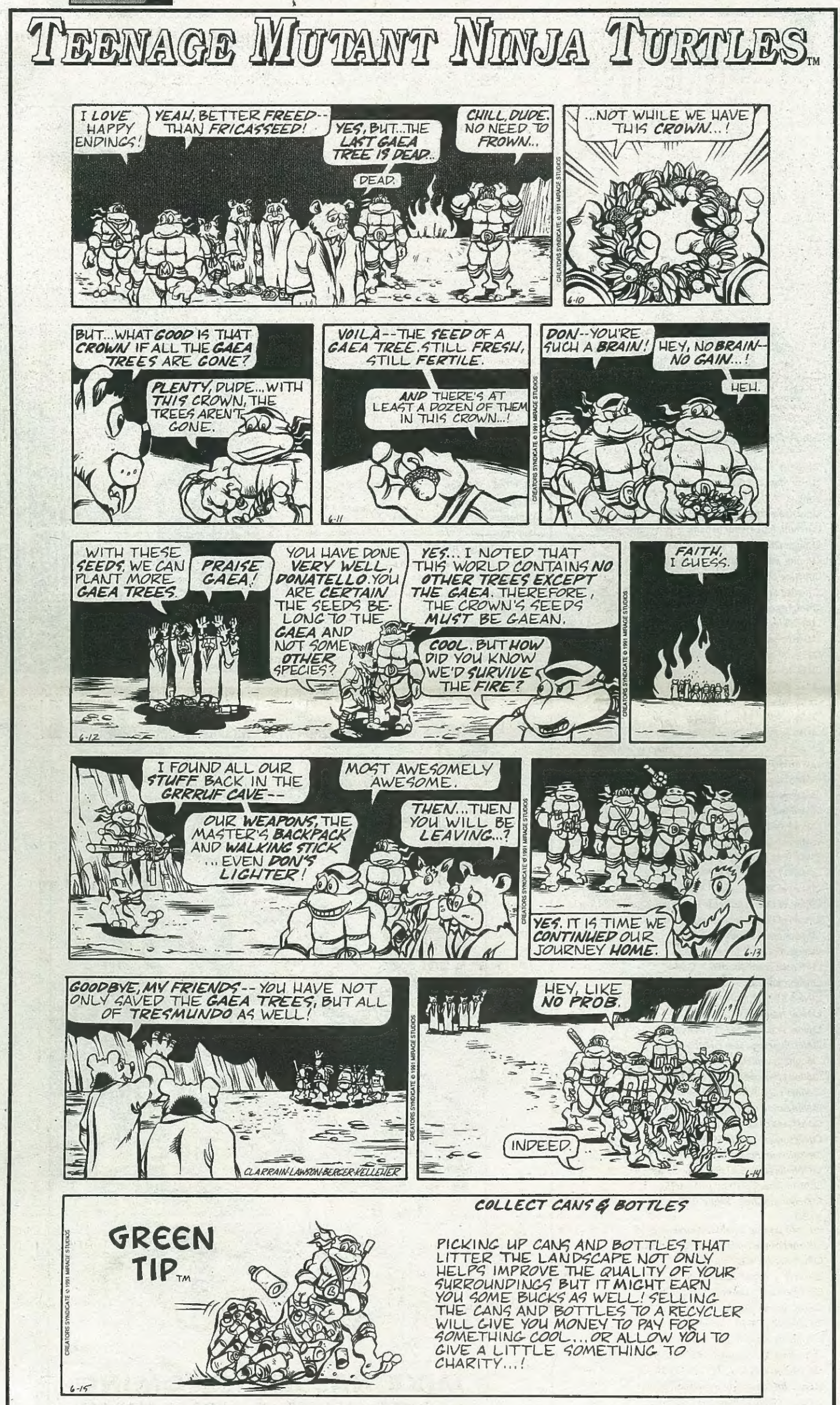
- ❑ ***Roger Rabbit's Toontown 2*** Disney $1.50
- ❑ ***Samurai Cat 3*** 6/20 Marvel $2.25
- ❑ ***Sandman 29*** 6/27 DC $1.50
- ❑ ***Savage Sword of Conan 199*** 6/13 Marvel $2.25
- ❑ ***Sgt. Rock 15*** 6/13 DC $2
- ❑ ***Shade the Changing Man 14*** 6/27 DC $1.50
- ❑ ***Shado: Song of the Dragon 1*** 6/20 DC $4.95
- ❑ ***Shadow of the Torturer 3*** Innovation $2.50
- ❑ ***SHIELD 26*** 6/20 Marvel $1.50
- ❑ ***Shrike 5*** Cat Wild $1.95
- ❑ ***Shuriken 1*** Eternity $2.50
- ❑ ***Silent Mobius 1*** Viz $4.95
- ❑ ***Silver Surfer 52*** 6/13 Marvel $1
- ❑ ***Silver Surfer 53*** 6/27 Marvel $1
- ❑ ***Sinbad: In the House of God 4*** Adventure $2.50
- ❑ ***Sleepwalker 3*** 6/13 Marvel $1
- ❑ ***Solar, Man of the Atom 1*** Valiant $1.75
- ❑ ***Spectacular Spider-Man 179*** 6/27 Marvel $1
- ❑ ***Spectacular Spider-Man Annual 11*** 6/27 Marvel $2
- ❑ ***Spelljammer Comics 12*** 6/27 DC $1.75
- ❑ ***Spider 2*** Eclipse $4.95
- ❑ ***Spider-Man 13*** 6/20 Marvel $1.75
- ❑ ***Spirit 80*** Kitchen Sink $2
- ❑ ***Star Trek 22*** 6/20 DC $1.75
- ❑ ***Star Trek: The Modala Imperative 2*** 6/13 DC $1.75
- ❑ ***Star Trek:The Modala Imperative 3*** 6/27 DC $1.75
- ❑ ***Star Trek: The Next Generation 22*** 6/27 DC $1.75
- ❑ ***Starman 37*** 6/27 DC $1
- ❑ ***Superman 58*** 6/20 DC $1
- ❑ ***Superman: Man of Steel 2*** 6/13 DC $1
- ❑ ***Swamp Thing 110*** 6/27 DC $1.75
- ❑ ***Swamp Thing Annual 5*** 6/20 DC $2.95
- ❑ ***Talespin 4*** Disney $1.50
- ❑ ***Terminator One Shot*** Dark Horse $5.95
- ❑ ***Thor 435*** 6/27 Marvel $1
- ❑ ***3X3 Eyes 1*** Innovation $2.25
- ❑ ***Time Machine GN*** Eternity $9.95
- ❑ ***Toxic Avenger 5*** 6/13 Marvel $1.50
- ❑ ***Uncle Scrooge 258*** Disney $1.50
- ❑ ***Usagi Yojimbo Color Special 2*** Fantagraphics $3.50
- ❑ ***Vampire Lestat 12*** Innovation $2.50
- ❑ ***Vampyres GN*** Eternity $9.95
- ❑ ***VC's 3*** Fleetway/Quality $1.95
- ❑ ***Viking Prince HC*** 6/27 DC $24.95
- ❑ ***What If?28*** 6/20 Marvel $1.50
- ❑ ***Who's Who 12*** 6/27 DC $4.95
- ❑ ***Wolverine 43*** 6/13 Marvel $1.75
- ❑ ***Wolverine 44*** 6/27 Marvel $1.75
- ❑ ***Wolverine: Bloody Choices GN*** 6/27 Marvel $12.95
- ❑ ***Wonder Woman 57*** 6/13 DC $1
- ❑ ***X-Factor 69*** 6/27 Marvel $1
- ❑ ***X-Factor Annual 6*** 6/13 Marvel $2
- ❑ ***X-Force 1*** 6/27 Marvel $1.50
- ❑ ***X-Men Classic 62*** 6/27 Marvel $1.25
- ❑ ***Zorro 9*** 6/13 Marvel $1



MIKE NASSER IS COMING BACK WITH A VENGENCE.

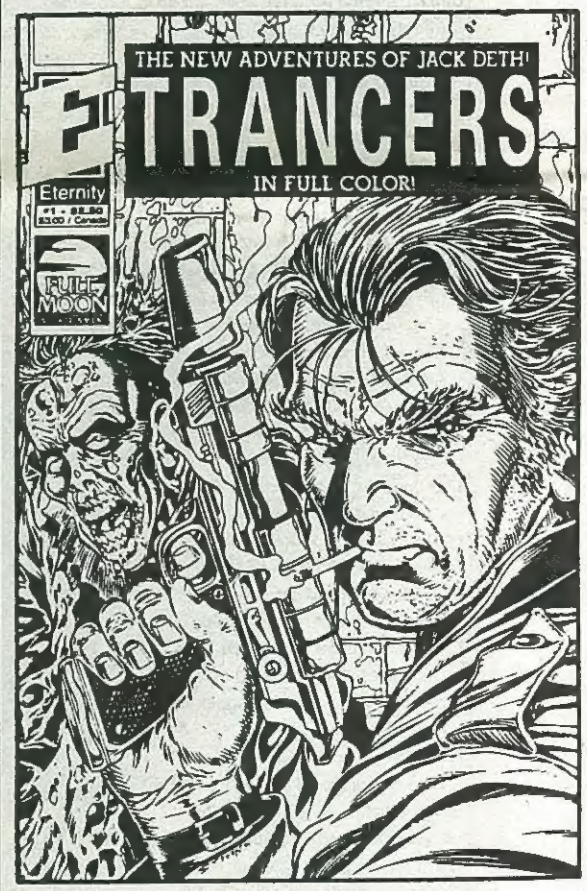
ON SALE JUNE 13TH


TEENAGE MUTANT NINJA TURTLES™
I LOVE HAPPY ENDINGS!
YEAH, BETTER FREED-- THAN FRICASSEED!
YES, BUT...THE LAST GAEA TREE IS DEAD...
DEAD.
CHILL, DUDE. NO NEED TO FROWN...
...NOT WHILE WE HAVE THIS CROWN...!
6-10
BUT...WHAT GOOD IS THAT CROWN IF ALL THE GAEA TREES ARE GONE?
PLENTY, DUDE...WITH THIS CROWN, THE TREES AREN'T GONE.
VOILÀ--THE SEED OF A GAEA TREE. STILL FRESH, STILL FERTILE.
AND THERE'S AT LEAST A DOZEN OF THEM IN THIS CROWN...!
6-11
DON--YOU'RE SUCH A BRAIN!
HEY, NO BRAIN-- NO GAIN...!
HEH.
CREATORS SYNDICATE © 1991 MIRAGE STUDIOS
WITH THESE SEEDS, WE CAN PLANT MORE GAEA TREES.
PRAISE GAEA!
YOU HAVE DONE VERY WELL, DONATELLO. YOU ARE CERTAIN THE SEEDS BELONG TO THE GAEA AND NOT SOME OTHER SPECIES?
YES... I NOTED THAT THIS WORLD CONTAINS NO OTHER TREES EXCEPT THE GAEA. THEREFORE, THE CROWN'S SEEDS MUST BE GAEAN.
COOL. BUT HOW DID YOU KNOW WE'D SURVIVE THE FIRE?
6-12
FAITH, I GUESS.
I FOUND ALL OUR STUFF BACK IN THE GRRRUF CAVE--
OUR WEAPONS, THE MASTER'S BACKPACK AND WALKING STICK ...EVEN DON'S LIGHTER!
MOST AWESOMELY AWESOME.
THEN...THEN YOU WILL BE LEAVING...?
YES. IT IS TIME WE CONTINUED OUR JOURNEY HOME.
6-13
GOODBYE, MY FRIENDS-- YOU HAVE NOT ONLY SAVED THE GAEA TREES, BUT ALL OF TRESMUNDO AS WELL!
CLARRAIN·LAWSON·BERGER·KELLEHER
HEY, LIKE NO PROB.
INDEED.
6-14
CREATORS SYNDICATE © 1991 MIRAGE STUDIOS
COLLECT CANS & BOTTLES
GREEN TIP™
PICKING UP CANS AND BOTTLES THAT LITTER THE LANDSCAPE NOT ONLY HELPS IMPROVE THE QUALITY OF YOUR SURROUNDINGS BUT IT MIGHT EARN YOU SOME BUCKS AS WELL! SELLING THE CANS AND BOTTLES TO A RECYCLER WILL GIVE YOU MONEY TO PAY FOR SOMETHING COOL...OR ALLOW YOU TO GIVE A LITTLE SOMETHING TO CHARITY...!
6-15

Trancers Make Their Comics En-trance

Eternity Comics' arrangement with Full Moon entertainment has already brought fans ***Puppet Master*** and ***Subspecies;*** this summer, a third full-color limited series is scheduled in conjunction with the impending release of Full Moon Entertainments ***Trancers II. Trancers***, a comic book series inspired by the 1985 science fiction film by Charles Band, is a time-spanning action-adventure tale that should have strong appeal for ***Terminator*** fans.

Trancers: The Adventures of Jack Deth is the story of a tough time-spanning trooper and his arch-rival, the mystical Whistler. Their conflict has continued through the past and the present. In S.A. Bennett's storyline, Whistler has come back to 1991, where he has "tranced" into the body of an unsuspecting victim so that he might murder Jack Deth's ancestors and stop him from ever being born. Deth must find Whistler before he carries out his plan, using the one weapon that gives him a real edge: a special watch that "stretches time" for its wearer.



Trancers ™ &©1991 Full Moon Entertainment

Trancers is the third in a series of adaptation and "inspired series" (that is, licensed series based conceptually on films) produced by Eternity in conjunction with Full Moon Entertainment. "Our Full Moon deal is progressing on schedule," publisher Dave Olbrich said. "Everyone--Eternity, Full Moon, and Paramount (which has an exclusive distribution deal with Full Moon) is pleased with the consistent quality of the books." Olbrich confirmed that several more Eternity-Full Moon projects are planned for the coming year.

Trancers will feature covers by Steven Butler. The first issue is scheduled for July release, approximately the same time that ***Trancers II*** makes its film premiere. Trancers, a full-color comic, will carry a $2.50 cover price.

by Kim B. Pearson

A Mara-tortious Effort

In the 1960's, the French comics series ***Barbarella*** fascinated fans with its mixture of science fiction and eroticism. A quarter of a century later, creator Dennis Cramer is recreating the mood of Barbarella in his new science fiction series, ***Mara.*** The upcoming Aircel adults-only comic features a strong sf storyline with adult overtones.

"I'm very proud of ***Mara***," Cramer said. "I stuck to doing what I enjoyed and found a publisher willing to take a chance." Cramer created Mara after conversations with well-known professionals Val Mayerik, Jim Sherman, and Dan Adkins. "Val and Jim suggested I create a comic with science fiction and fantasy elements. Once I had designed the original character, Dan suggested the eroticism and the whole project came together." In the first issue, Mara goes underworld to rescue her kidnapped sister. Future issues are in development; according to Cramer, "The story is constantly evolving as I draw it, [which] allows me to change it as I go. I don't want any good ideas to go to waste." ***Mara #1***, a $2.50 comic, should be available now..

This Ought To Wake Everyone Up...

Sleepwalker's action may take place in the Mindscape, but that doesn't mean that anything that happens in the book is just a dream--as the X-Men, X-Factor, Fantastic Four, and the Avengers discover in ***Sleepwalker #3***. In this issue by Bob Budiansky and Bret Blevins, these four super-teams battle the villainous Cobweb in the Mindscape--but what happens there could have serious effects on our waking world! ***Sleepwalker #3*** is slated for June 13th release.

Just Give Me that Old Time Role-Playing...

Get ready for a whole new world! ***Unicorn Publishing*** is about to release an entirely new role-playing game called ***The Quest Of the Ancients***. This is the first game from a new company in the RPG market, but the people behind the lines are very familiar with the gaming field. The games designer is ***Vince Garcia***, formerly of ***TSR***, and that's a good background! ***The Quest Of the Ancients*** is a complete role-playing system that details 18 character classes, dozens of magical items, hundreds of spells, monsters, and much more! ***The Quest Of the Ancients*** also provides a bonus--a complete overview of the world of Islay for the campaign's use! ***Unicorn Publishing*** says that the game can be used alone or in conjunction with an already existing campaign. The 216-page rulebook has a retail price of $23.00.

BATMAN™
by Loebs, Infantino & Nyberg
"IT SEEMED LIKE SUCH A GOOD IDEA TO MAKE THE JOKER WEAR ONE OF MY HATS!"
AHHHHHH! THE PAIN! MY MIND'S SO CLEARRR! THE PAIN OF THE MEMORIES...
YOU! YOU PUT ME HERE!
WAK
THERE! GET HIM!
LOEBS, CINFA & NYBERG
ARKHAM ASYLUM IS MOBILIZED!
SPREAD OUT! DON'T LET THE BATMAN GET AWAY!
GREAT! I'VE REACHED THE CELLS! WHAT ARE MY CHANCES OF FINDING ANY HELP HERE?
I'D SAY ABOUT 50-50!
TWO-FACE!
YOU'VE PICKED UP ANOTHER COIN, DENT.
AND YOU'VE PICKED UP TROUBLE. THOSE GUARDS WILL BE HERE IN A MINUTE.
THIS CELL IS THE ONLY SAFE PLACE ...IF YOU CAN GET IN HERE.
I DON'T HAVE MUCH CHOICE...
MOMENTS PASS...
HE WENT THAT WAY.
HIS CAPE! HE MUST BE HEADING FOR THE WALL!
WELL, HE'S CERTAINLY NOT IN HERE WITH ME!
WHAT'S THAT?
GLUE, MAKE-UP AND THEATRICAL VINYL. TURN AROUND.
HOW DO YOU KNOW I WON'T DOUBLE CROSS YOU?
I DON'T.
BUT YOU NEVER WANTED TO BE TWO-FACE. I HAVE TO TRUST HARVEY DENT IS STILL IN THERE.
YOU CAN LOOK.
BESIDES, WHO BETTER TO APPRECIATE THIS SITUATION?
GASP! TWO TWO-FACES!
BATMAN HAS DISGUISED HIMSELF AS TWO-FACE.
NOW WHAT WILL YOU DO?
PLAY IT BY EAR...
I NEED TO GET TO THE WARDEN, TO FIGURE OUT WHAT'S HAPPENED HERE...
WE PRISONERS ARE TOTALLY OUT OF THE LOOP. HOW...?
GUARDS COMING...!
GET BACK. I'VE GOT TO TEST THIS DISGUISE SOMETIME!
C'MON, DENT. THE WARDEN WANTS T'SEE YOU!
THIS IS YOUR LUCKY DAY, BATMAN!
BATMAN MADE IT! HE'S DISGUISED AS ME, TALKING TO THE WARDEN.
BUT HOW DOES HE KNOW I WON'T BETRAY HIM? THERE'S ONLY ONE MAN ON EARTH WHO WOULD TRUST ME SO UTTERLY...
AND HE'S... NO. THAT'S IMPOSSIBLE!
LOEBS, CINFA & NYBERG
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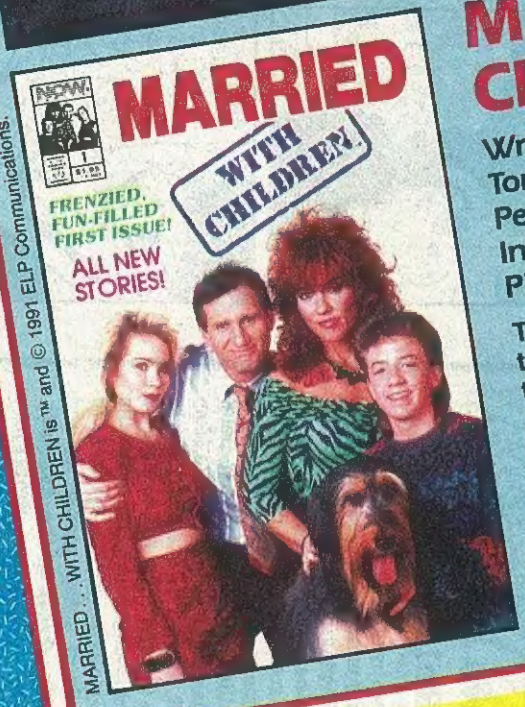
NOW™ BETTER THAN EVER!™

THE GREEN HORNET #1

Written by Chuck Dixon
Penciled by Tod Smith
Inked by David Mowry
Cover by Jeff Butler

The most dynamic GREEN HORNET story ever! This first issue brings the new GREEN HORNET and KATO up against the nastiest villain ever; Johnny Dollar. Also in this issue is the blood red return of Mishi Kato, but this time she's on the wrong side of the law!

FULL COLOR MONTHLY
$1.95 US/$2.50 Canada



MARRIED...WITH CHILDREN #1

Written by Marc Hansen & Tom Richmond
Penciled by Tom Richmond
Inked by David Mowry
Photo cover!

The hilarious return of the Bundys! In this collector's issue, Peg Bundy is hired to be a host of a "Love Connection" type telephone radio show! All the wives love her, but the husbands want her dead! Will she survive this ordeal long enough to enjoy all her fortune and fame!??

FULL COLOR MONTHLY
$1.95 US/$2.50 Canada

JULY 1991 RELEASES